LEATHER et al. Serial No. 09/722,382

(600b) to achieve inverse range based fog effects. Texture environment unit 600 can provide multiple stages to perform a variety of other interesting environment-related functions based for example on color/alpha modulation, embossing, detail texturing, texture swapping, clamping, and depth blending. Texture environment unit 600 can also combine (e.g., subtract) textures in hardware in one pass. For more details concerning the texture environment unit 600, see commonly assigned application serial no. 09/722,367, entitled "Recirculating Shade Tree Blender for a Graphics System" and its corresponding provisional application, serial no. 60/226,888, filed August 23, 2000, both of which are incorporated herein by reference.

The paragraph beginning at page 31, line 18:

In an example implementation of system 50, the indirect and direct texturing operations described above are coordinated with corresponding stages of a recirculating shader within texture environment unit 600. See commonly assigned copending application Serial No. 09/722,367, entitled "Recirculating Shade Tree Blender For A Graphics System" and its corresponding provisional application, serial no. 60/226,888, filed August 23, 2000.

<u>REMARKS</u>

This Amendment is made to add appropriate serial number references in the specification.